

# Wrestling with functions

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## Instructions

- Analyze the code and CSV provided, looking specifically for what needs to still be added to the application.
- Using the starter code provided, create a function called `getPercentages` which takes in a parameter called `wrestlerData` and does the following...
  - Uses the data stored within `wrestlerData` to calculate the percentage of matches the wrestler won, lost, and drew over the course of a year.
  - Prints out the stats for the wrestler to the terminal.

## Bonus

- Still within the `getPercentages()` function, create a conditional that checks a wrestler's loss percentage and prints either "Jobber" to the screen if the number was greater than fifty or "Superstar" if the number was less than 50.